REMARKS and INTERVIEW SUMMARY

Applicant gratefully acknowledges the indication that Claims 40-78 and 82 are allowable. Applicant also thanks the Examiner for the courtesy of an interview. During the interview, Applicant explained that the specularity modulation value of the present claims is patentably distinct from the disclosures of Knittel et al. and Kazama et al. The specularity modulation value of the present invention, as presently claimed, is in a map in a memory. The specularity modulation value of the present invention allows a game programmer to change the reflectivity of a surface in discrete locations, e.g., a surface having a dirty portion through the use of the relevant information in the map. In contrast, Knittel et al. discloses 1) a constant reflectivity, 2) no memory for the map of the present invention and 3) a voxel rendering system, i.e., a system not based on polygon rendering. Kazama et al. is also distinct. It is not directed to a computer generated image, e.g., a video game, but rather to the detection of surface flaws on a real/physical object. Further, Kazama et al. does not disclose those elements missing from Knittel et al. As a result, the combination of Knittel et al. and Kazama et al. does not render obvious the claimed invention.

The Examiner has subsequently identified U.S. Patent Nos. 4,855,934 (Robinson) and 6,515,674 (Gelb et al.). Applicant believes these disclosures are also distinguishable from the claims of the present invention. With respect to Robinson, this disclosure only teaches the use of a texture map to modify some attribute of the surface of the polygon. Similarly, Gelb et al. only discloses the use of a parametric texture map to simulate off-specular and Fresnel effects. In contrast, the present invention requires the use of <u>at least a pair of specular light intensity functions</u>. The invention further requires the use of a map in memory having a specularity modulation value. The invention also requires <u>interpolating the specularity light intensity functions using the specularity modulation value to create a composite specularity modulation value</u>. These features are neither disclosed nor suggested in the any of the references of record or the newly identified Robinson and Gelb patents. Further, these claimed features are important because they lead to the ability to estimate and sample any number of high-order functions between known functions and provide a more efficient process than is

taught in either patent.   Applicant respectfully submits that all the claims of record are now patentable.

SUMMARY

Applicant respectfully requests that the Examiner grant early allowance of this application. The Examiner is invited to contact the undersigned attorneys for the Applicant via telephone if such communication would expedite this application.

Respectfully submitted,

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